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ISSUE 5 MARCH 1992

HAND-HELD

GO!

VIDEO GAMES

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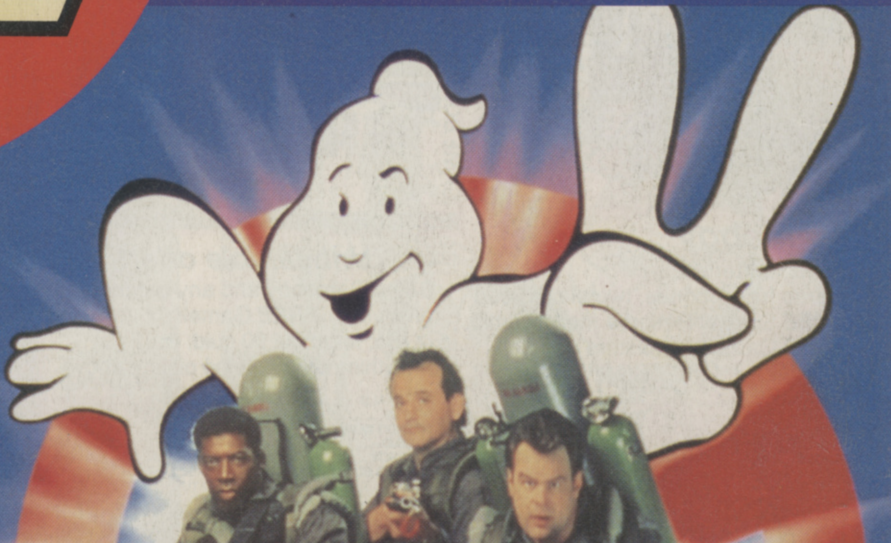
DOUBLE DRAGON II!
ROGER RABBIT!
AND MORE!!



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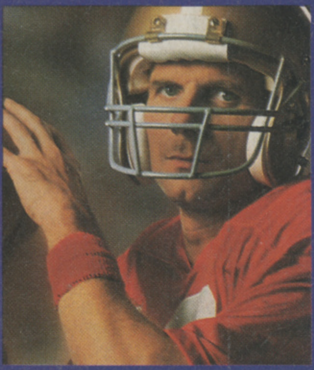

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HAND-HELD GO! VIDEO GAMES

Here we go again with another thrill-stacked, action packed issue of Britain's greatest FREE magazine - the one and only *GO!* Inside these back-slappingly brilliant pages you'll find all the mega-hot hand-held action you need for on-the-go gaming - and it doesn't cost a bloody thing!

Whether you've only just got your hand-held, or whether you've been the proud owner of a mini-console for ages, you know that they're the greatest games machines ever made - and this is the best FREE mag in the history of the world!

So before you turn that page and throw yourself head-first into stacks of red-hot hand-held action, remember to drop us a line with all yours news, views, jokes, japes and all-round hand-held hilarity. We read every letter we get, we print a few every month and we give away software (that's right, give it away!) to the best we get! So enjoy yourselves and look out for some amazing things happening to CVG and *GO!* pretty darned soon!

TIM BOONE

GAMES ON THE GO!

6 WAGON LAND

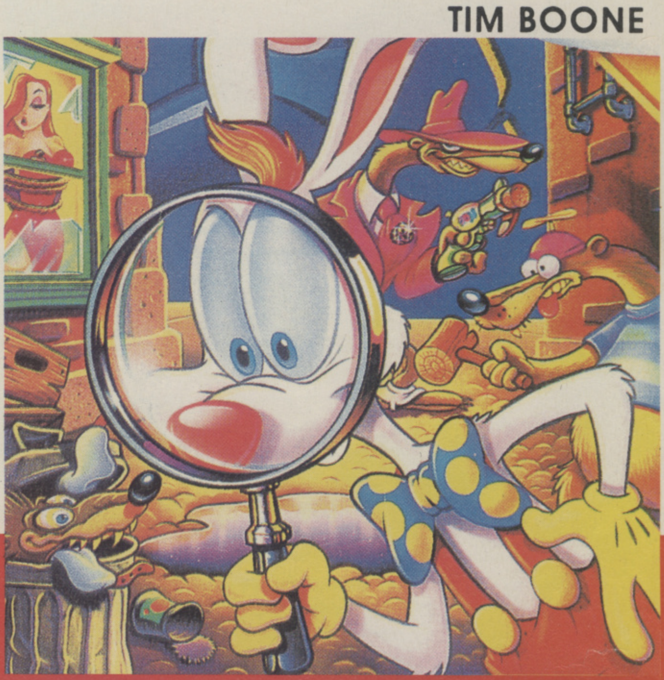
Big bold jumping fun is the order of the day on this great Game Gear goodie, so here we ***GO!*** with another Exclusive Review!

10 TIME CRUISE II

This weird and wonderful PC Engine pinball game is a bit of a cracker on NEC's little GT - so we've put this little baby through it's paces for one of those Exclusive ***GO!*** reviews we do so well...

12 GHOSTBUSTERS II

When it comes to ghosts and ghoulies on the Gameboy, there's nothing like a bit o' bustin'! So who ya gonna call when you want the latest on the greatest? ***GO!***



15 WHO FRAMED ROGER RABBIT?

The film was fab and the games pretty darned tootin' as well! We've scooped up this top Gameboy treat for more Exclusive ***GO!*** laffs and a bit of a review as well!

16 TURTLES II

You just can't keep a hero in a half-shell down, so here are four of the coolest dudes with one of the hottest Gameboy sequels around. We grab it first for a ***GO!*** Review - what else did you expect from a mega mag like this?

18 JOE MONTANA FOOTBALL

It's here at last! Now everyone can try out their favourite plays in the palm of their hand - and ***GO!*** gets there first to tell you all about the game. Yessiree, this mag is fab and free!

19 DOUBLE DRAGON II

It's the sequel to one of the biggest Gameboy licenses ever, and we've kicked some ass to grab it for another Exclusive ***GO!*** review - 'cos we're that 'ard!

21 GAMES GALORE!

The great ***GO!*** Previews section is stuffed so full of hand-held goodies we just haven't got the space to list 'em all here! So fly to that page for all the thrills 'n' spills!

IT'S GOTTA BE GOOD TO GET INTO GO!

EDITOR: Tim Boone **DESIGN:** Gary Harrod **DEPUTY EDITOR:** Paul Rand **JET-SET MEGASTAR:** Frank O'Connor **ADDITIONAL LAYOUT:** Yvette Nicholls **AD MANAGER:** Jim Owens **SALES EXEC:** Greg Watson **PRODUCTION ASSISTANT:** Emma Sadler **MANAGING EDITOR:** Julian Rignall **PUBLISHING DIRECTOR:** Graham Taylor. **PRINTED BY:** Kingfisher Web **COLOUR BY:** Colourtech, London E2. **GO! EDITORIAL AND ADVERTISING,** CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU **TEL:** 071 251 6222 **NEW FAX NUMBER:** 071 490 0991 **HANDY TIP:** Don't take crap from anyone **COPYRIGHT WARNING:** Forget it **HELLO TO:** Michael Rand, Easington's two-can Co-Op kid...

NEWS

GAMES FOR THE GIRLS

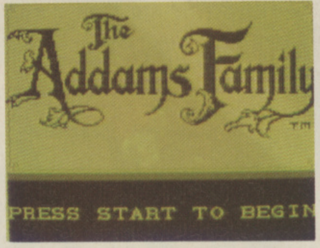
Capcom, creators of such classic coin-ops as Final Fight and Streetfighter 2, have announced the first hand-held game ever to be targetted primarily at females. The game is a conversion of the hit Disney animated movie **The Little Mermaid** and it is being created for girls aged six to eleven. As the Little Mermaid, the player must search for her Prince Charming, Eric, while at the same time attempting to stop the wicked witch of undersea, Ursula, from achieving her goal of conquering the ocean. Featuring many characters from the film including Scuttle, Sebastian, Flounder and, of course, Ariel the Mermaid herself, The Little Mermaid will also contain a rendition of the movie's Oscar-winning song, Under The Sea. Available around Easter time, The Little Mermaid sounds as if it could be just the thing to break the boys' stronghold on the video game market. Make sure you follow ***GO!*** to find out more!

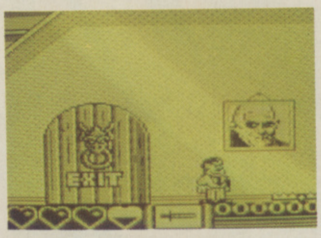
TATER - TETE

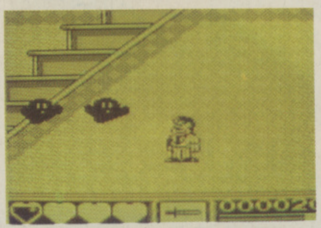
You've been a spaceman. You've been a ninja. You've been probably every bloody thing under the sun while playing games on your hand-held - but we bet you've never been a potato before!

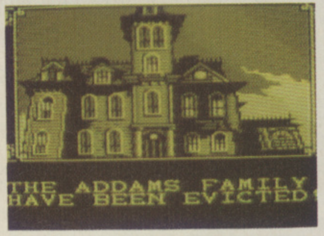
All that's set to change though, thanks to Atlus Software who are busy putting the finishing touches to their new Game Boy puzzle game. Called **A-Mazing Tater**, you get to control said pomme-de-terre through two hundred screens of vegetable japery, in a cart which looks surprisingly similar to a fine little game called Puzzle Boy, which had you ploughing through stages-full of spinning doors and the like.

A-Mazing Tater has a number of difficulty levels, four different play modes and the obligatory two-player link option. It's out soon in the States, so expect to see it in ***GO!*** in a couple of issues time!









A LOAD OF BULL

Mining is a dangerous occupation. And that's just when it's on Earth. When it's going on deep in space, on the planet Perseus VI, it can be deadly. Especially when the main computer running the show is infected with a virus, sending the worker robots on a killing spree. The only way to sort out this sorry state of affairs is to send in some serious weaponry, in the form of the most technologically-advanced bulldozer in the galaxy - the Battle Bull.

That's the storyline behind **Battle Bull** on the Game Boy. Produced by Seta, Battle Bull looks and sounds a bit like that timeless classic, Pengo. Controlling the 'dozer, you've got to push concrete blocks against the rogue robots in order to crush them. Alternatively, blow them to bits using a variety of powerful armaments - the choice is yours.

With a password system allowing you to restart from you last position and a two-player option with a link

THE ADDAMS FAMILY -

They're ooky, they're spooky and now they're in the palm of your hand! they're The Addams Family, and now they're on the Gameboy, courtesy of Ocean. The game, a platform romp, is based loosely on the film - although the plot changes are fairly drastic. What the gameplay basically boils down to is a jumping, leaping quest to pick up as many bits of stuff as you can lay your hands on, while whacking the various baddies with the weapons at your disposal. The graphics look very nice indeed and you can explore both the creepy mansion and the surrounding countryside. On your travels (you play the part of Gomez), you'll encounter all kinds of gruesome fiends, including zombies, ghosts and vampire bats - so gruesome laffs are guaranteed. Addams Family should be hitting the shops sometime in the late spring and looks like a corker, so watch this space for more news the second it comes in!

PRINCE OF PERSIA -

Travel back in time to a world of Arbian knights, abducted princesses and magic spells in Prince Of Persia, a conversion of the classic computer title. Spread over twelve levels the player, cast as the potential prince, it's your task to enter the dungeons of the evil Grand Vizier Jaffa and find your true love, the unfortunate princess, whom Jaffa his holding.

What made the original versions of Prince Of Persia noticeable were the stunning animations of the characters in the game. Created by video recording real actors and then digitising each frame, the same process has been used in the Game Boy game and to say we were impressed is a bit of an understatement.

We'll be bringing you a full Review of what could be one of the most impressive Game boy titles ever very soon in ***GO!*** - can you afford to miss it? Of course not - it's FREE!

ACE

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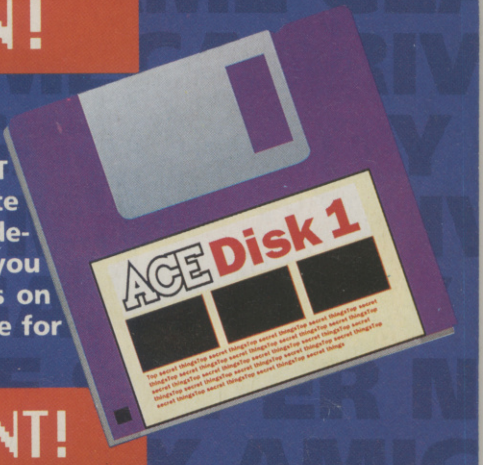

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The best games of the month receive the special ACE Screentest™ treatment, a glorious SIX-PAGE examination of all aspects of the title, detailing plot, action, difficulty, longevity and (most importantly) entertainment value in more depth than any other magazine on the market.

MONKEY ISLAND 2
LeChuck's Revenge

ACE March - Out February 8th
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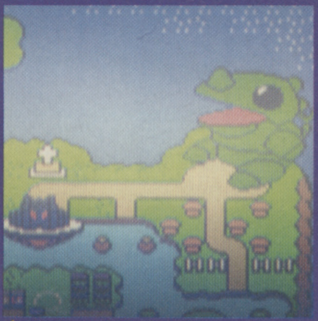
WAGAN L

When an evil magician terrorises your homeland, there's only one course of action to take - and that's to go looking for him and, when you've found him, kick his head in.

All well and good, but there's only one teensy-weensy problem; you're a cute little baby dragon who hasn't even learnt how to breathe fire yet! Still, it's all valuable experience for when you're grown up and kidnapping fair maidens, so what are you waiting for? Get out there and do your stuff!

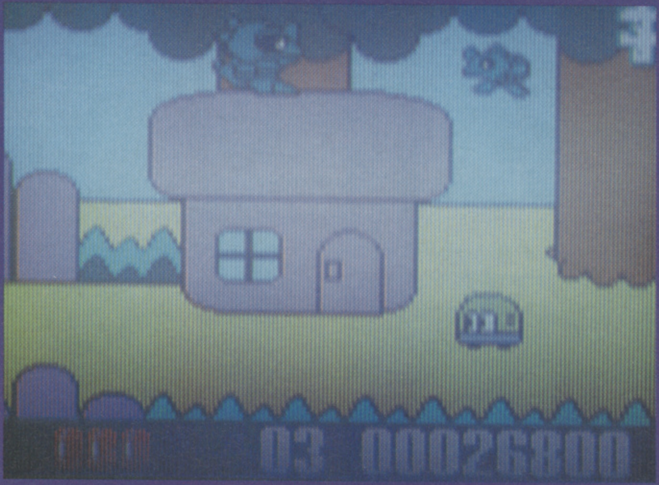
GAMEBOY - £TBA



▲ *He's a big lad! Pick up the bairn for a better bullet!*

PETITE POWER-UPS

Scattered throughout our hero's domain are small likenesses of himself which, when collected, do two things. First, it changes the strength of his breath, and second, it adds a unit to his madness meter. When four little dragonettes are picked up, the madness meter is full and the angry young dragon can storm around and hit baddies without being killed - but only for a short time.



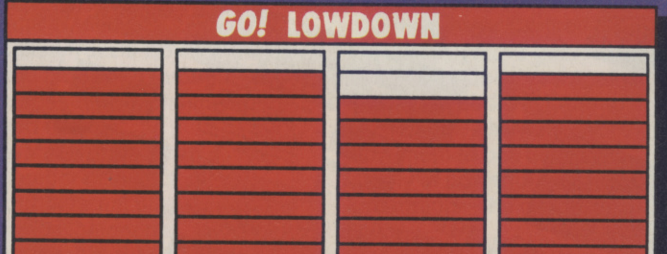
What an amazing game this is! It doesn't have as big a name as Sonic The Hedgehog, but it's ten times harder and about four million times bigger! Massive levels and subgames keep you on your toes and the great graphics and brilliant sound keep you hooked. The best platform game on the Game Gear in my opinion.

PAUL RAND

SILLY SUB-GAMES

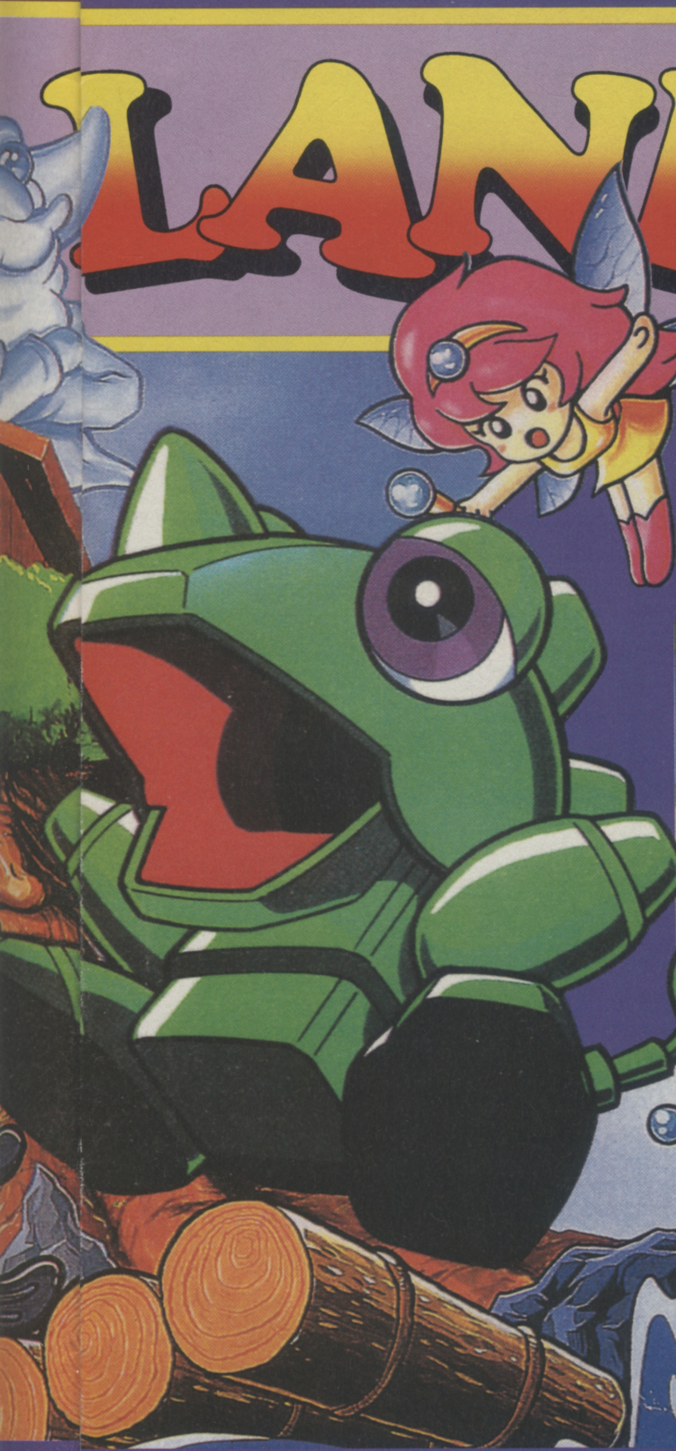
No end of level baddies to fight in this game! Reach the end of a stage and a creature will pop up and invite you to play a game, with the stakes set at one of your lives! The games follow the style of that age-old classic, Pick-A-Pair, where the player has to select two like pictures from a set of down-facing cards. Unfortunately, they don't all stick to the rules, and some of the selections you'll have to make are a tad strange - don't ask us, we can't read Japanese either!

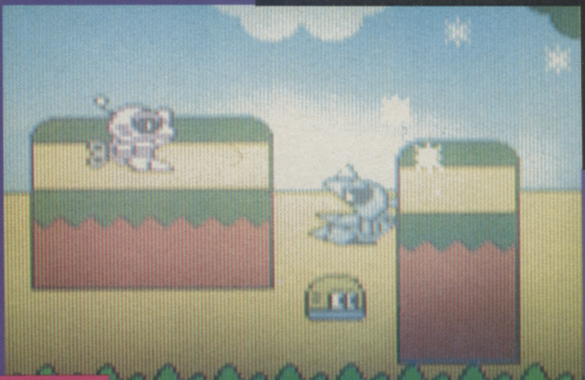
GO! LOWDOWN



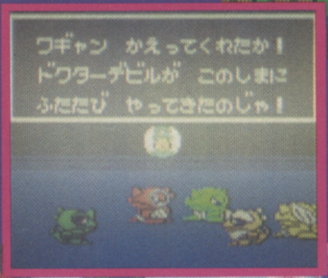
HIDDEN ITEM HILARITY

Not everything is as it appears in Wagan Land. What looks like just an ordinary bit of scenery can, when shot at a few times, uncover all manner of special items like, for instance, power-up batteries which give you extra bounce-power, free lives and even whole levels full of killable enemies for you to bump up that score!



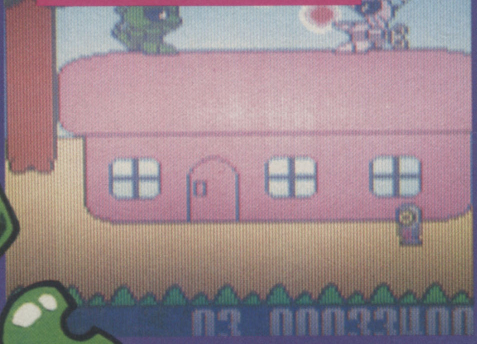


▲ *Help! I'm seeing stars! Look - there's Leslie Crowther...*



ワギャン　かえってくれたか！
ドクターデビルが　このしまに
ふたたび　やってきたのじゃ！

◀ *I couldn't agree more, mate.*



WHERE'S ME FIRE?

Being just a baby dragon, our lad can't breathe flames like his parents, but no matter; he can exhale something even smarter - Japanese text symbols! The more dragons collected, the bigger and better the symbol and the longer the nasties are knocked out when hit by one!

Wagan Land is a top treat! It's available on a number of formats and normally it's an educational game for kiddies. This version however, is a straightforward platform romp in the mould of Wonderboy. It's completely groovy, with smart graphics, jolly tunes and immense playability. If you fancy a Mario style adventure on the Game Gear, then this is the game for you!

FRANK O'CONNOR

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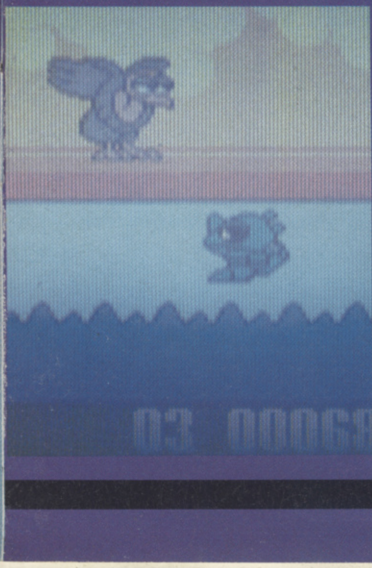

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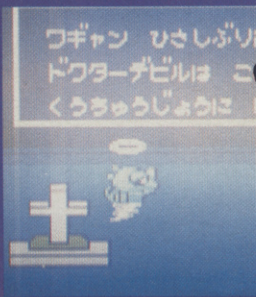
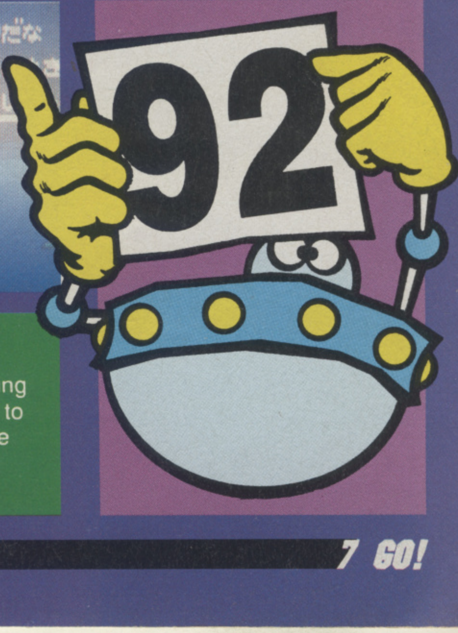


ワギャン　ひさしぶりだな
ドクターデビルは　こ
くうちゅうじょうに　し

CRUSH THE CASTLE

That nasty old wizard feller has whittled up a quick floating fortress on the other side of your island, and you'll have to cross over to it and quick. Don't think that it's going to be easy, though - because that wicked git has put all of his mutant soldiers out on patrol!



GO! Mailbag grows to a massive two pages from this issue! So now we can fit in even more of your fab letters, piccies and whatever else takes your fancy. If you've got something to say, say it to GO!. Just remember to jot it down on a piece of paper and post it to: RUN, POSTIE, AND DON'T STOP TILL YOU GET ME TO GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And remember, if we think your scribblings are good enough, we'll stick a Star Letter logo beside it and award you £100 of games for your machine.

MAILBAG

THE GREAT HAND-HELD WAR

Well, Tom Williams certainly kicked up a storm in issue three when he asked which hand-held to buy. The GO! offices were literally flooded with replies - luckily, all sides were civilised during the debate and only a couple of bottles were thrown. Here's just a tiny selection of the letters received...

GAME GEAR'S A GOODIE

Dear *GO!*,
In your issue three Mailbag, your star letter was about the best hand-held machine. I think the Game Gear is the best because it's in colour, it can run Master System games with the special Master Gear add-on and you can get all the old Sega games and some superb new ones. You can also get a TV Tuner to watch ITV, BBC's 1 and 2 and Channel 4!
So, Tom Williams, if I were you I'd get a Game Gear for all the above reasons and one more; all your friends will be dead jealous.

AUSTIN FERRIS,
Wimbledon, London

PS I think *GO!* is fab and I hope to get next month's issue.

GIMME THE GEAR!

Dear *GO!*,
I am writing to tell you that the Sega Game Gear is the best hand-held and this is why.

The Game Gear is the greatest thing,
For hand-held gaming it's the thing,
With spanky graphics and super sound,
Surely it's the best around.
With lots of add-ons as you can see,
The TV Tuner - that's for me!
And shrunk-down Sonic, Donald Duck,
Super Kick Off, I'm in luck!
Enough to play throughout the year,
On the brilliant Sega Game Gear!

Hope you like it! Also, I would like to congratulate you on the greatest ever mag - *GO!*

ANDREW WILSON,
Mirefield, W Yorks

HAND-HELD
GO!
VIDEO
GAMES

I LOVE MY GAMEBOY!

Dear *GO!*,
I recently bought a hand-held machine but wanted some information on the games available. A friend recommended a magazine devoted entirely to hand-held machines but I was a little unsure because some mags are a waste of trees. Boy, was I wrong!
I've been hooked on ***GO!*** since issue one and I decided to join in the debate set in issue three about what is the best hand-held machine available. It has to be the one I purchased, the Gameboy. With four-channel stereo sound, smart graphics, a whole lot of handy extras and, of course, the brilliant from firms such as Ocean and Acclaim. It does have a minor handicap because it's not in colour, but who's complaining? Not I.
I was wondering if you could tell me if the following games are going to be available for the Gameboy: Final Fight, Smash TV, Super Marioland. Finally, could you ask your Gameboy expert to list their five favourite games for the mini-marvel itself. Hasta la vista, dudes!

NEIL RENTON,
Edinburgh, Scotland

Final Fight? Doubtful. Smash TV is a possibly, but only a vague one. And as for Marioland, where have you been? It's been available for ages!

BLACK, WHITE AND BRILL!

Dear *GO!*,
This letter is in answer to the one which Tom Williams wrote. I think the Gameboy (which I've got) is the best hand-held. I've played others, but Gameboy offers you more (even if one of the offers is not colour).
The games are great, like Tetris which I've got, and Super Marioland is even greater which I've also got! Keep up the good work.

CATHERINE FLETCHER,
London E2

GIVE ME GT!

Dear ***GO!***,
I'm upset. Why, you ask. I've just religiously purchased my CVG, inclusive of the ace ***GO!***. I own a PC Engine with serious intentions of buying a GT hand-held. But I wait in vain month after month for news and reviews of the latest games. I mean, okay, the GT is expensive in comparison to the other hand-helds, the battery life is next to zero, but the software is unrivalled. How does the GT compare on the playability front? I don't know, please tell me.

GRAHAM,
Somewhere in England

The PC Engine GT is the most impressive hand-held available, with a brilliant screen and a huge software base thanks to its compatibility with the full-grown Engine. But at around £250, we can't picture many people rushing out to hammer down the shop doors for one.

A HAPPY CHAPPIE

Dear ***GO!***,
I think your mag is cool, the best, ace, unbeatable and unmatchable. Here is a review of your mag.
PRESENTATION: 94% - Very good, understandable presentation.
CONTENTS: 98% - Packed full to the core.
PRICE: 100% - Unbeatable.
FRONT COVER: 98% - Brill!
REVIEWS: 93% - Good, with just the right amount of pictures and writing. Shame charts only show overall.
OVERALL: 100% - You are left breathless with astonishment at how good it is. The best thing that has happened to hand-helds since the Gameboy.

NERESHRAJ SRIKANTHARAJAH,
Wembley, Middx

Glad you're happy. 'Cos if you're happy, we're happy. And to prove to you that we want you to be happy, we've included even more ratings in the reviews. So now you'll be deliriously happy.

ODE TO A GAME BOY

Dear ***GO***!,
GO! came to my rescue this Christmas because I didn't know whether to put Game Gear, Gameboy or Lynx at the top of my list of pressies! I read all my issues of ***GO!*** LOADS of times until I finally decided that Gameboy was my final decision; it is such value for money, has many fantastic games, its sound and graphics are great and you can get some brilliant extras for it!
I've come up with a little poem to show just how great it is:

Gameboys are fun,
Gameboys have zest,
Game Gear's alright,
But Gameboy's the **BEST**!

So come on, Tom Williams (issue three star letter), just make up your mind!

NICOLA MAYLING,
Newton Abbot, Devon

I'M ON THE SCROUNGE

Dear ***GO!***,
I have just read the January issue of ***GO!*** - it's stunning! My stupid newsagent only put three copies on the shelves and both times I went in I had no money on me so I rushed home to get some (I even hid a copy behind a magazine called "Wild About Animals") and, when I got back fifteen minutes later, they had ALL GONE!
Is there a slim chance you could send me issues one and two? Pretty please, please, please, PLEASE!

STUART POWELL,
Woking, Surrey

No.

GOING BALD FOR *GO!*

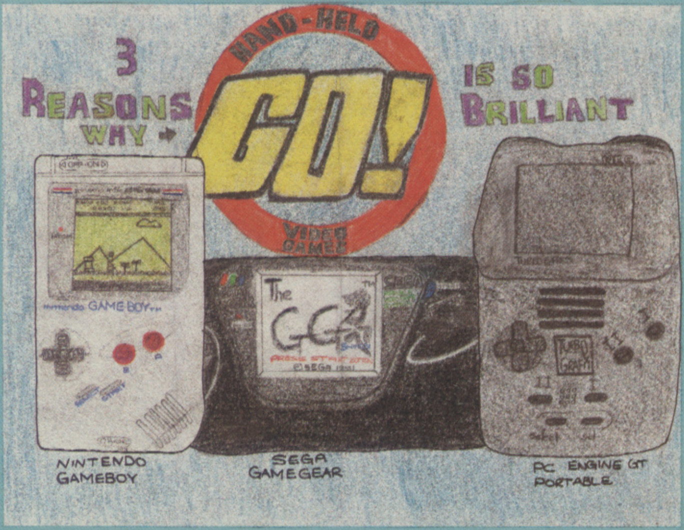
Dear ***GO!***,
Phew, the sweat's over and I'm in a mood to ***GO!*** and do something. Yes, it's the 15th again, which means ***GO!*** down to the shops, check out ***GO!***, the wackiest mag ever and ***GO!*** and buy a super duper cartridge, recommended only by ***GO!***, of course. Satisfaction is back, but for how long?
GO! only comes out once a month! Arrgghh! Time to pull my hair out for another 1, 2, 3, 4 weeks. The pain is too much, well, not enough to make me buy any other mag. So please, when ***GO!*** comes around next, make it so much fabbier than the last. I only have to pull my hair out for a few minutes, sprinting down to the shops.

BILLY SMITH,
London SE18

A SAD MAN TO FINISH WITH

Dear ***GO!***,
In answer to the letters in issue three:
Who is **JEHOSOPHAT**?
Why does he jump?
What is he doing in ***GO!***?
Is he the type of person to send me a prize for using up my time, writing letters to him?
Please tell me, the suspense is driving me mad!

GRETHIN JONES,
Cardiff, Wales

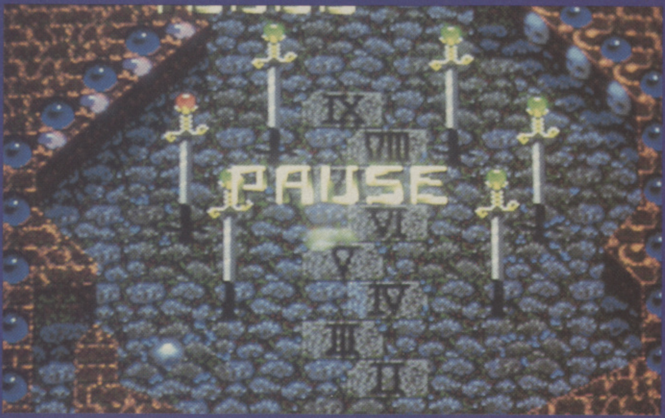


TIME CRUISE II

Take a trip through time, pinball style, on your PC Engine GT! Time Cruise II is a multi-screen flipper-fest featuring all your favourite features - and more than a couple of new ones!

Fire your metal ball around screen after screen, through year after year, and rack up those points every which way you can. There are hidden bonuses and, more importantly, extra balls up for grabs if you're good enough - are you?

PC ENGINE GT - £35



Blast that ball through time! ▶
Hit the switches for
▼ *massive bonuses!*

Time Cruise II is a stunning pinball game, containing everything you'd expect to see on a real table and loads of extras which you couldn't hope to find. Graphically superb, with loads of colour and featuring lots of fitting tunes and great sound effects, Time Cruise II is one of the most impressive titles you can get for the GT.

PAUL RAND

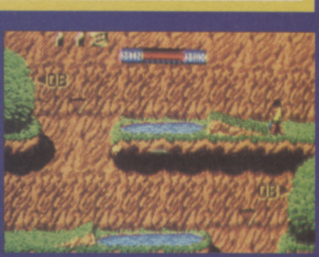
HAVE A BALL THROUGH TIME

Power-up the time machines and shoot the ball into the entrance and prepare for a roller-coaster ride through the ages and any of a number of sub-games. Depending on how far backward or forward through time you travel, you'll enter a different bonus level with the opportunity to rack up your score to unearthly proportions!

NOT JUST PINBALLS...

It's not all pinball in Time Cruise II! Travel way, way back in time and try your hand at a golf game to win an extra ball! Knock the little white sphere down the screen, avoiding the water traps and trees, in an attempt to hole out within the time limit and gain that prize!

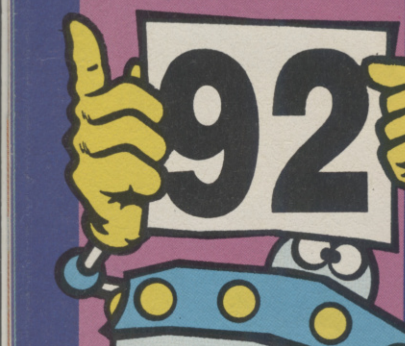
▲ *Psychadelic or wot?*

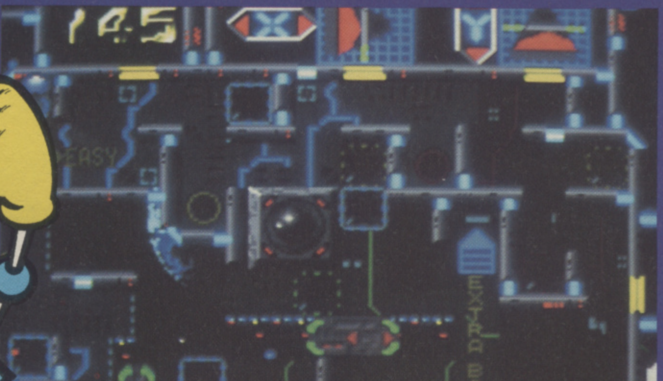


Roll that ball! ▲

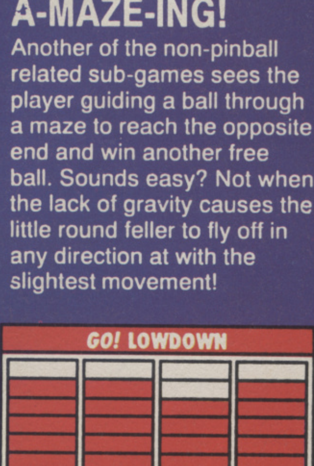
A-MAZE-ING!

Another of the non-pinball related sub-games sees the player guiding a ball through a maze to reach the opposite end and win another free ball. Sounds easy? Not when the lack of gravity causes the little round feller to fly off in any direction at with the slightest movement!





▲ *Don't fall into the holes or you'll be an unfortunate shambles.*



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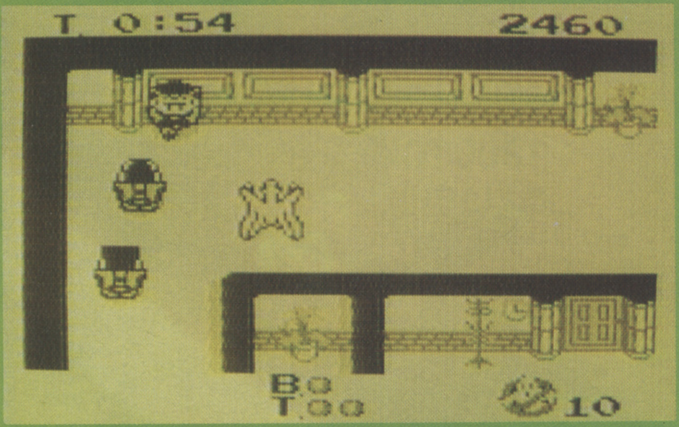
Ghostbusters II

When Dana's baby is stolen from its pram and whisked away by an evil spirit, there's only one course of action to take - call the Ghostbusters! Peter Venkman, Ray Stantz, Egon Spengler and Winston Zeddmore, star in a fast and furious hunt through a multitude of stages, tracking down and sucking up a variety of ghouls, ghosts and things that go bump in the night in order to progress to the next, more difficult, level.

Along the way you'll receive assistance from your friends, in the form of extra lives and clever little gadgets which make ghostbusting less of a ghastly affair. We ain't afraid of no ghosts - are you?

GAMEBOY - £24.00



▲ *Swap Ray for Egon and smash that spook before you're busted!*

What a laugh! I wasn't expecting much from GB II after the whiffy home computer versions, but this is a real cartoon-style treat for fans everwhere! Great graphics, cool sound and monstrously addictive gameplay adds up to a Gameboy title and a half. Great fun.

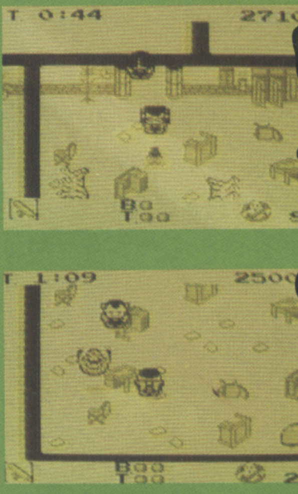
TIM BOONE

WE AIN'T AFRAID OF NO GHOSTS

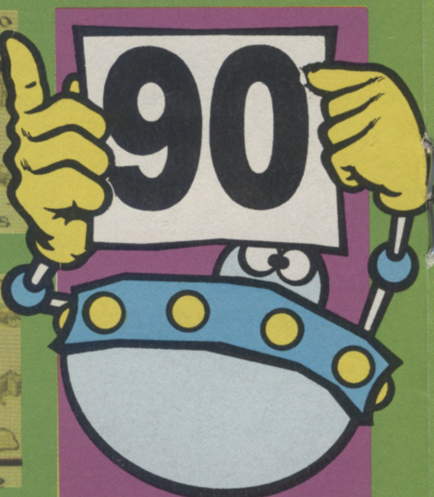
When the game begins, two of the four Ghostbusters need to be selected to go in and clear out the nasties. The whole quartet play their part during the proceedings, though, because you can swap characters when you find them standing next to a wall. The best thing is that sometimes the other pair have brought along with them special items and weaponry which allow you to smash the spooks even easier than before!

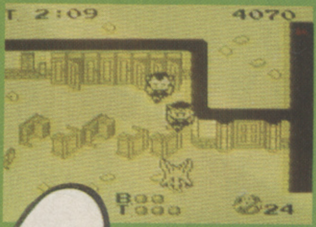
GRUESOME GHOULIES

While most of the spooks you'll see in Ghostbusters 2 are pretty dim, on later levels you'll have your work more than cut out trying to track down these terrors. There's spinning spectres which you can't catch until they've stopped rotating; disappearing spectres that can reform in the most annoying of places - usually right in front of you - and sneaky Slimers who can pass through walls to get to your Ghostbusters.

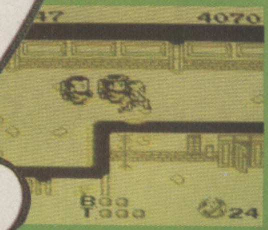


▲ *Stop that Slimer!*





▲ *What a mess.*



▲ *He can run, but he can't hide...*

BUST THE BIG BOYS

At the end of each level, there's the opportunity to take out the big guardian and move to the next level. As you're blasting bits out of the baddy, bonus items will fall down the screen. From extra lives to more powerful weapons and invulnerability suits, they'll help the lads to sort out the whopper nasty and get a bit further into the more challenging levels!

TOOLS OF THE TRADE

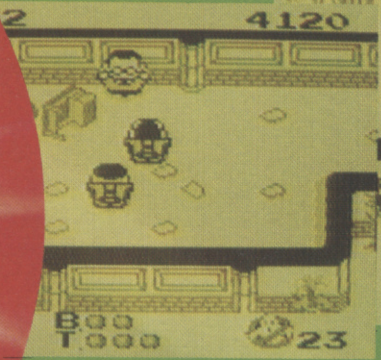
PHOTON ZAPPER
Crushes ghosts in a single shot

PICKAXE
Smash down walls to get those hard-to-find spooks

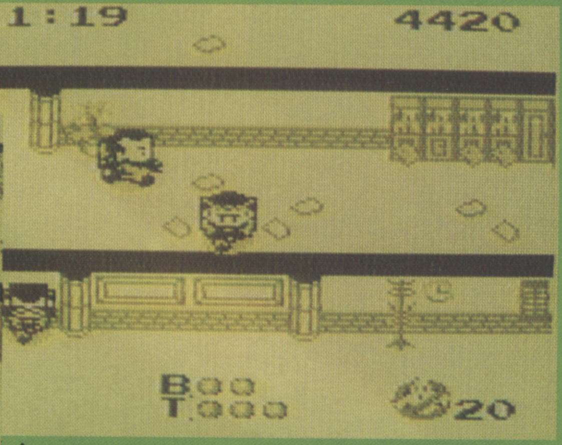
FREEZE HOOVER
Stop the spectres, then suck 'em up

SHIELD JACKET
Limited invulnerability from the nasties

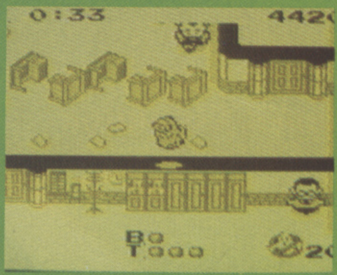
GHOSTLY BUSTER
Lets the Ghostbusters walk through walls

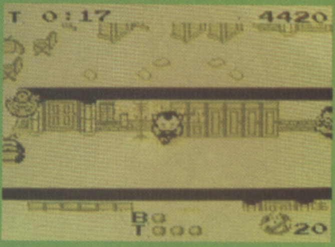


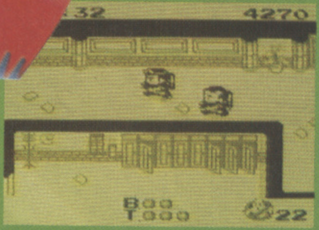
▲ *That specky bloke's got some goodies for you.*



▲ *Let's just stand here and do nothing, for no apparent reason.*







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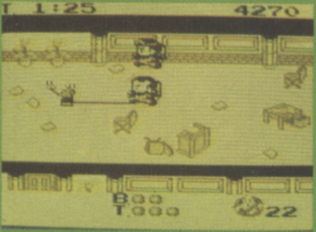

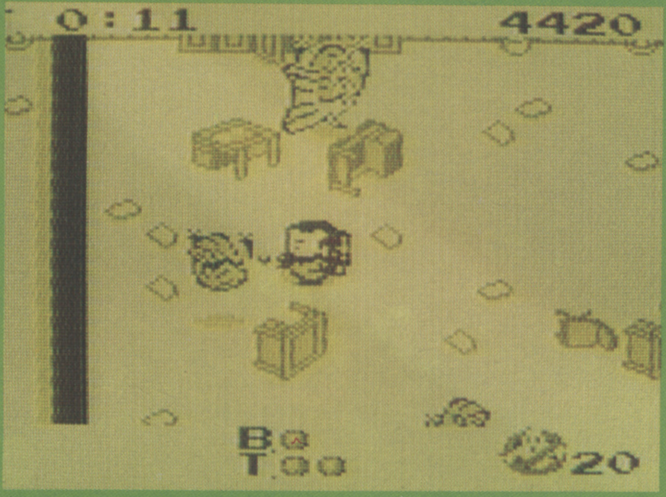

▲ *Oh no! Peter's on his own and he's gonna get slimed!*

GO! LOWDOWN

LOOK	SOUND	FEEL	VALUE

TOAST THE TERRORS

Each stage has a time limit in which all the creepies must be captured. Unlike most games though, you don't automatically die when the seconds reach zero! The ghosts change into strange beasts which look like digestive biscuits and, if one of them touches you before they've all been busted, it's curtains for the boys.

Ghostbusters 2 may looks simplistic, but it plays like a dream! The graphics are actually very good - the sprites are especially jolly and comical. Sound is tops, with a great rendition of the original soundtrack, but the gameplay's the important factor, and there's bags of it here! Becoming more difficult the further you progress, Ghostbusters 2 is simply spectre-tacular!

PAUL RAND

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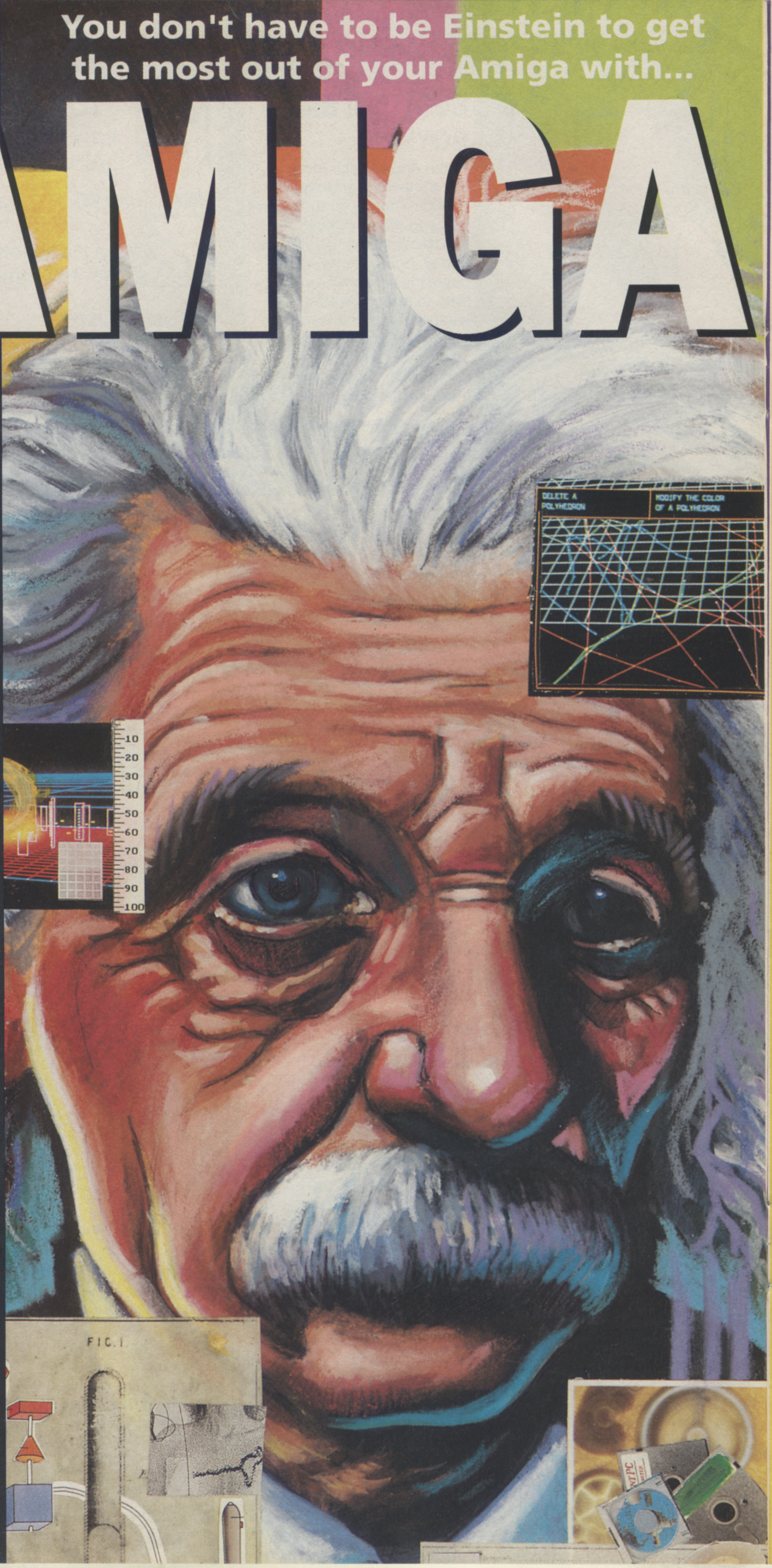
DELETE A POLYHEDRON
MODIFY THE COLOR OF A POLYHEDRON
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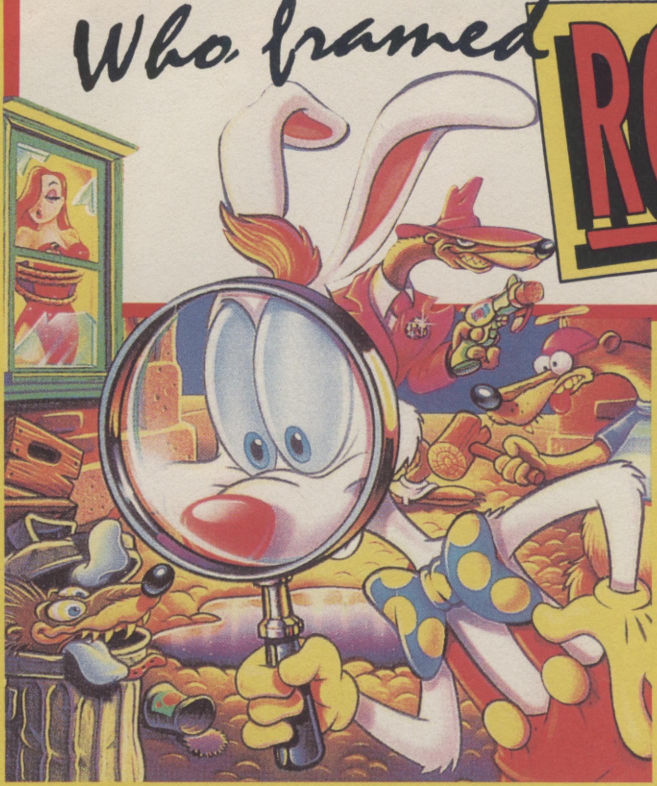
FIG. I

Who framed ROGER RABBIT



Oh no! Marvin Acme has been shot whilst telling Roger Rabbit the whereabouts of the deeds to Toontown! Not only that, but Roger's wife Jessica has been kidnapped! Only one man could be responsible for these scurrilous acts - Judge Doom! Join Roger in his first Gameboy adventure as he scours the streets of Toontown for clues to close down Doom's operation and find both Jessica and the hidden deeds. It won't be easy, but at least he'll have a few friends around to help him along the way!

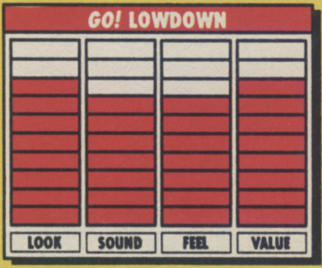
GAMEBOY - £24.00

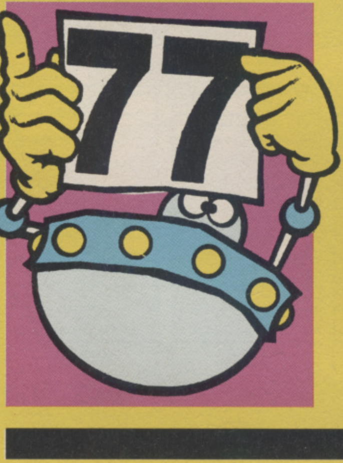
WILD WEASELS

Throughout the game, Judge Doom's henchmen, the Weasel gang, will be trying to put a stop to Roger's quest. Some of them will just be loitering in the streets, waiting for you to pass them before they attack, whilst others will be hiding in litter bins or down sewers. Don't hang about if you cross their path, as these guys can give you some nasty chafing (and a bit of "hare" stretch, too!).

OOYAH! GIZ A CARROT!

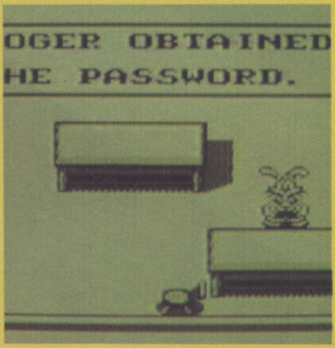
Each time Roger is hit by an enemy or missile, he loses energy (indicated by the hearts at the top of the screen). The only way this can be replenished is by finding and eating the carrots which are dotted around the playing area. Handy hint - in Episode Two, there's a table full of carrots in the room near to Eddie Valiant's office!



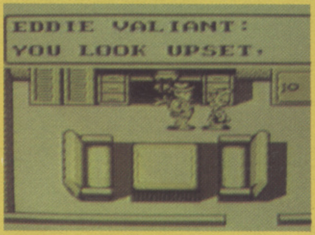


TALK TO THE TOONS

Most of the characters whom Roger comes across during his travels will have something to say - be it a clue or just a useless piece of information. Make sure you speak to all of them, and bear in mind that some of the folks don't tell you everything the first time you talk to 'em!



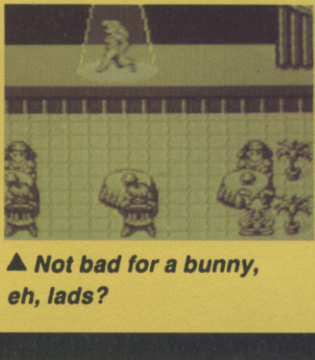
OGER OBTAINED
HE PASSWORD.



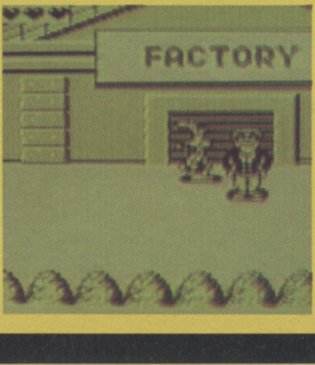
EDDIE VALIANT:
YOU LOOK UPSET.

SPOT THE CELLULOID STARS

If you've seen the movie Who Framed Roger Rabbit (and if you haven't, see it now 'cos it's brilliant!) you might recognise some of the characters in the game. There's Roger (of course), the cigar-smokin' Baby Herman, buxom bunny Jessica Rabbit and the wise-crackin' Benny The Cab, to name but a few.



▲ *Not bad for a bunny, eh, lads?*



THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.

Who Framed Roger Rabbit is a strange blend of adventure and collect 'em up, and it works quite well up to a point. Some of the rooms are very bare and at times there's very little happening on-screen, but the puzzle element of the game is pretty addictive. Arcade fans should try it out first, though.

PAUL RAND

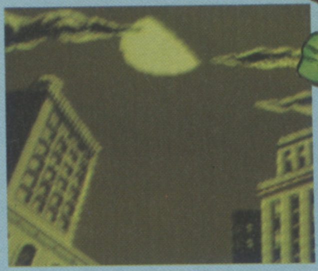
Lean, green and back on your Gameboy screen, they're the Teenage Mutant Hero Turtles! Leonardo, Donatello, Michelangelo and Raphael return to the little Nintendo in the sequel to the original TMHT game, Fall Of The Foot Clan. Channel 5's ace reporter, April O'Neill, has again been kidnapped by Shredder and his Foot Clan. Become the heroes in a half-shell and hunt her down through the many levels, from damp sewers to the city streets and beyond - COWABUNGA!

GAMEBOY - £24.00

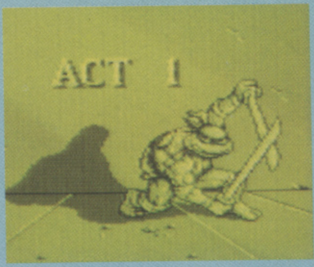
TEENAGE
TURT
ザ マンハッタ

TOTAL TURTLE COIN-OP LAFFS!

You might be interested to hear about the smart opening sequence for Turtles 2. It's the same as that on the Turtles coin-op where you're shown a view of a skyscraper and then the camera pans down very quickly to stop at the bottom and rest beside a manhole. The cover then shoots off in a blaze of fire and the Turtles hit your screen - stunning!



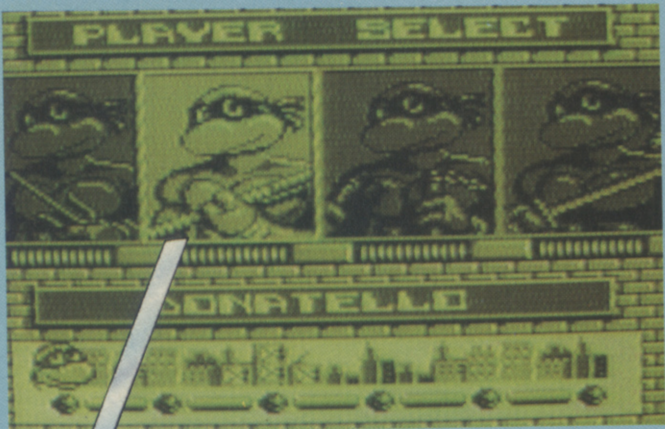
▲ *While the world is asleep...*



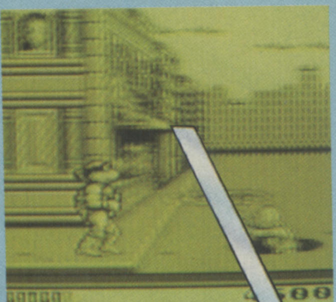
▲ *The greenbacks are out kicking heads!*

TAKE TURNS WITH THE TURTLES!

The player is given the option to select any of the Turtles to begin the game with. Starting with a full energy bar, power diminishes each time you're hit. Lose all your strength and that particular greenback is captured, allowing you to choose another of the boys with whom to continue the quest.



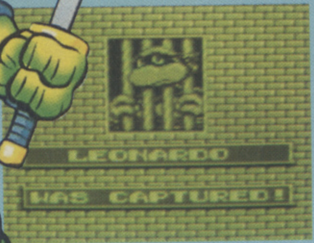
▲ *Here they are in all their green glory.*



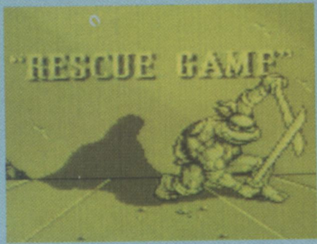
▲ *Jump!*

From the incredible opening sequence onwards, Turtles 2 is one real class game. The graphics are very good, with large sprites and detailed backdrops, and the sound is of a high quality - there's even some clear sampled speech in there! The game is difficult but not frustrating and should keep you battling away for ages!

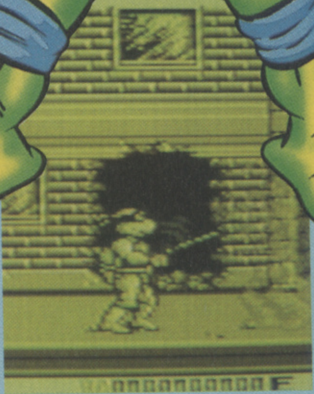
PAUL RAND



▲ *Doh! Worra poof!*

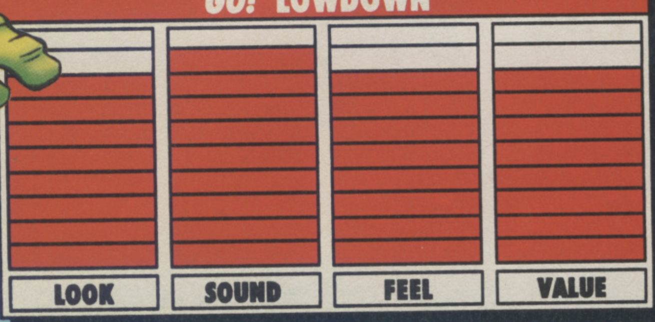


▲ *Go on! Rescue someone!*



▲ *Smack the invisible Foot-man!*

GO! LOWDOWN



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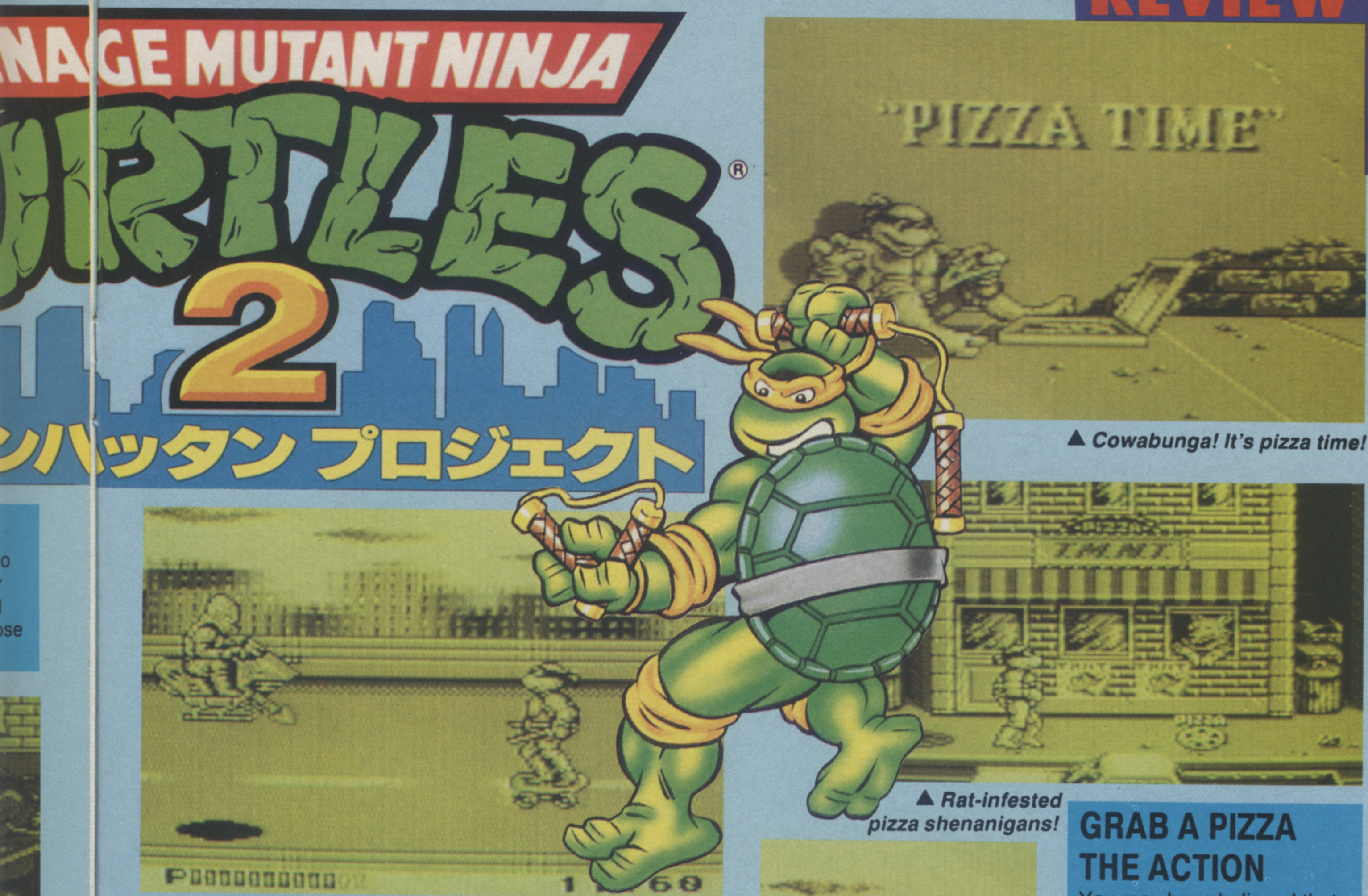
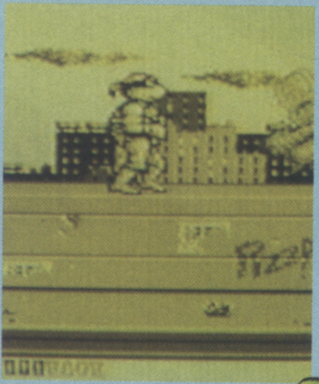


▲ Cowabunga! It's pizza time!

▲ Rat-infested pizza shenanigans!

WONDERFUL WEAPONRY

Not only can the Turtles jump about and kick their opponents, they're also rather nifty with their chosen weaponry. Raphael is a master of the Sai, while Donatello prefers the Bo. Michelangelo is a bit hot with his Nunchuku and Leonardo is more than a match for anyone when he's got his Sword.

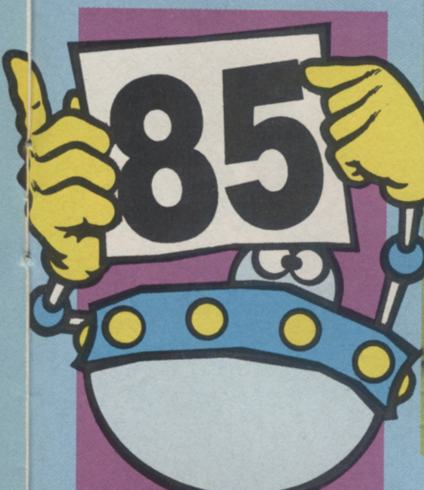


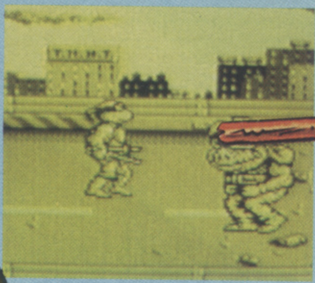
GRAB A PIZZA THE ACTION

You may have believed that turtles would eat stuff like plankton and seaweed - not these guys! The fave food of Leo, Raf, Mikey and Donny is pizza, and there's tons of it to be found in this game! While just a slice adds a couple of bars to your Turtle's energy meter, a full piece a' pizza fills it up right to the top!

THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.





▲ Did you get those shades from Randy?

▲ Erm, alright marra? (Gulp)

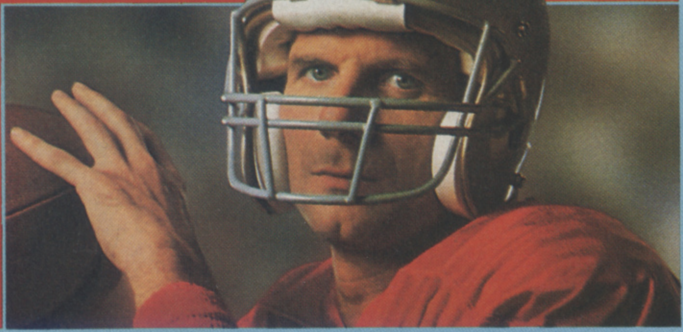
Anyone who reckons the Turtles aren't the tops had better think again, 'cos here they are again with another top-rate beat 'em up! Recover from the brill graphics and sound and you'll discover a fab little number guaranteed to keep you glued to the Gameboy for ages.

TIM BOONE

Joe Montana FOOTBALL

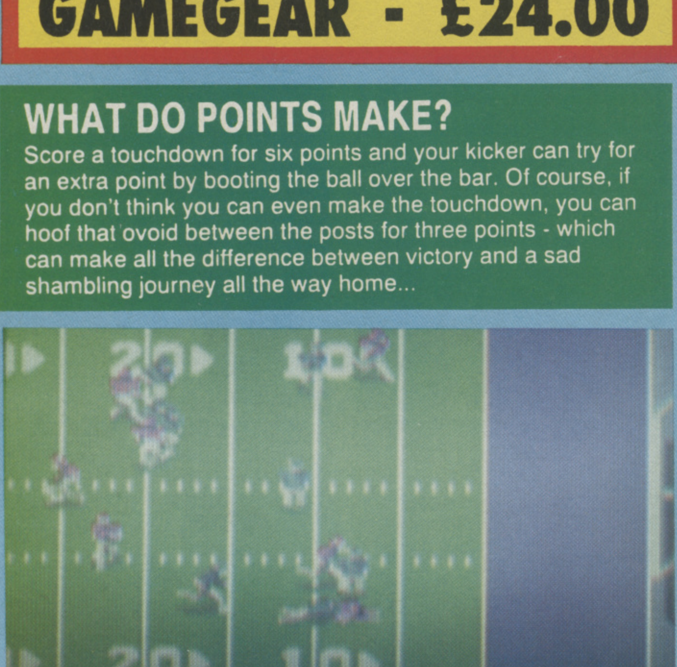
Thirty-two! Forty-eight! Hut! Hut! Strap on those massive shoulder pads and take to the grid-iron in a simulation of America's most popular sport. Pick your team from a choice of twenty-eight teams spanning eight divisions and two leagues representing all those featured in the real game - and then get out there and score as many touchdowns as possible!

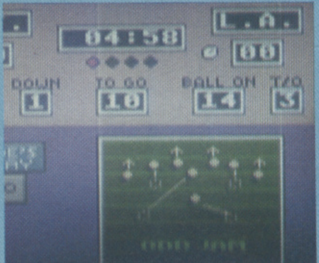
GAMEGEAR - £24.00



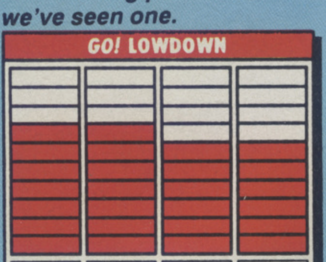
WHAT DO POINTS MAKE?

Score a touchdown for six points and your kicker can try for an extra point by booting the ball over the bar. Of course, if you don't think you can even make the touchdown, you can hoof that ovoid between the posts for three points - which can make all the difference between victory and a sad shambling journey all the way home...



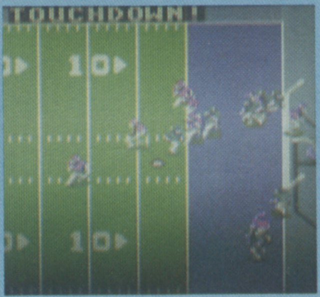


▲ *A winning plan if ever we've seen one.*



DOWN AND OUT

The aim of the game is to score touchdowns by getting the ball to the opposition endzone. The player is allowed four attempts (called Downs) to move the ball forward ten yards. Achieve this and you'll get another quartet of downs. Fail, however, and the other team get possession with your lot having to defend their knickers off to stop 'em scoring!



▲ *And the number 37 shoves that pig-bag right into the turf - TOUCHDOWN!!*

American football on the Game Gear? It's hard to see how it could work on a hand-held and, to no-one's surprise, it doesn't really. The game itself isn't bad at all, a bit easy maybe, but ultimately Joe Montana's isn't pacey enough to be fun in the long-term.

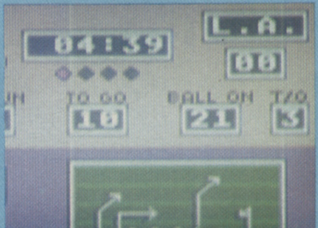
PAUL RAND

HEADS YOU WIN!

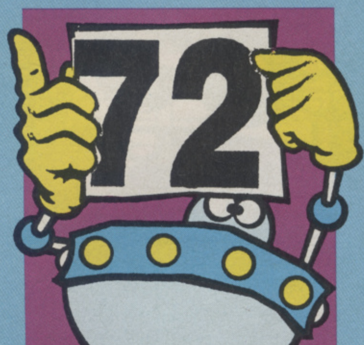
What better way to choose who kicks off than a nice, gentlemanly toss of a coin. Pick heads (or tails, if that is what you so desire) and, if it's your choice which is shown, you win the chance to select whether to kick or receive.

PLAYER 1 SELECT
HEADS

▲ *Ha! Bet you picked tails.*



▲ *Let's see 'em outsmart this one!*



DOUBLE DRAGON II

双截龍

The Revenge

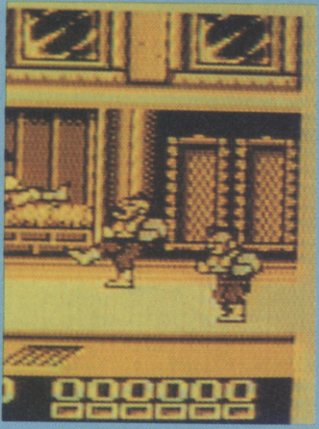
Billy Lee's girlfriend is dead. Gunned down by a rival gang. To add insult to injury, the world has been devastated by a horrifying nuclear war. So imagine Bill's annoyance when he gets framed for a particularly gruesome murder and the city's worst hoods come gunning for him.

Grab the Gameboy and become Billy Lee in the sequel to the smash Double Dragon coin-op. Beat up enemies and, erm, beat up some more enemies in your hunt for the man who unfairly made you public enemy number one. And beat him up, too.

GAMEBOY - £24.00

READ THE COMIC! WATCH THE FILM!

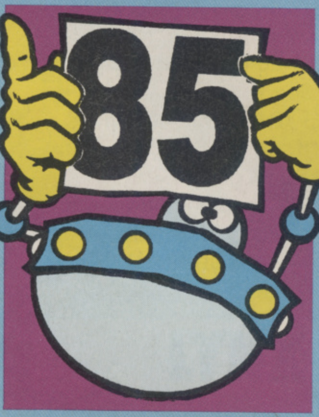
Martial arts are a popular sporting pastime, as practised by such giants as Bruce Lee, Jackie Chan and Britain's very own judo hero, Brian Jacks (but Judo is a bit sad, as it doesn't involve hitting people in the face). The Double Dragon series is receiving quite a lot of attention of late too; not only is there a comic book available in America based on the coin-op, but a movie is said to be in production! It's a pity Bruce Lee isn't around today - he and Mr Chan would have made the perfect Billy And Jimmy!

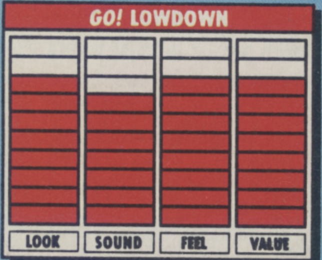


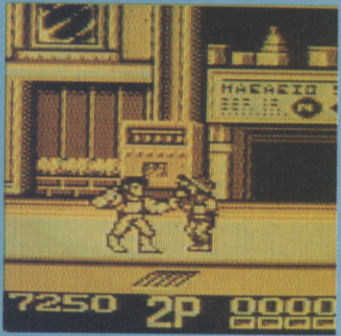
▲ *Ooh! They look 'ard - so let's give 'em a kicking!*

THANKS...

...to **Console Concepts** (0782 712759) for the review cartridge.

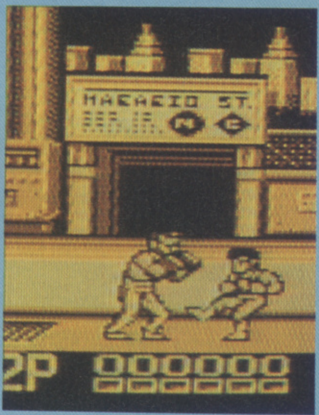






MISSION RELATED MALARKEY

There are a staggering ten (count 'em) missions to kick and punch your merry way through, spanning four different but very dangerous areas. Stages one, five and nine take place on the streets, while the second, fourth, sixth and eighth levels see you battling away in the underground. Take on some more bad lads in the subway carriages on missions three and seven and, on level ten, launch an all-out attack on your arch enemies Anderson and Gordon in their inner sanctum!



DOUBLE DOUBLE DRAGONS!

Kicking seven shades out of computerised creeps is fun enough on your own, but find a Gameboy-owning chum and link together for two-player fun and face-fistin'! It's a bit of a faff on, activating the second fighter (wait until the game starts, press Pause, pick player two and wait a few seconds) but hey, life's like that!

The original Double Dragon was a good laugh, but nowadays it's looking dated. The sequel is faster and more action-packed with great sprites and backdrops and good music and sound effects. The basic gameplay's the same but if beat 'em up's are what you crave, this'll meet your requirements.

PAUL RAND

DIAL-AN-AD NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

ATARI 520 ST FM. Discovery pack, second disk drive, quick shot python 1m, £250 worth of software, dust covers, disk box, accessories, 11 months old, all boxed, worth £750, sell for £450 OVNO - Telephone on 0553 762686 (after 6pm).

COMMODORE 64C. Light fantastic, light gun, joystick, some software, all boxed, never used, sell for £100. Telephone on 0553 762686 (after 6pm).

SEGA MASTER SYSTEM PLUS, boxed, good condition, with light fazer and 9 games including Vigilante, After Burner and Zillion 2 and other good titles. £100 phone Christian on 0726 64019.

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THE MICROSELLS cont.

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AMSTRAD ACTION PACKAGE FOR SALE. Sell for cover price. Ring Ross on 0394 273 974.

UK SEGA MEGADRIVE with PSU,2 joypads, television adaptor and 4 UK games - Sonic, Alien Storm, Forgotten World and Altered Beast. £170 ONO. Phone Fergus after 6pm on 0382 580580 (Dundee).

ATARI LYNX FOR SALE, three games, Lynx adaptor, all boxed, unwanted gift. £120 or swap for a Commodore 64 and games. Phone 0243 266686 (Bognor) after 6pm.

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THE MICROSELLS cont.

FOR SALE. Bargain of the century! Amstrad CPC 6128 discs including Back to the Future 2 and 3, Gazza's Soccer, the Kick-off Collection and Batman - Plus many more! Contact Freddie on 081-992 3668.

FOR SALE Another bargain! Amstrad CPC 6128 discs including The Untouchables, Simulator City, Football Director 2, Football Manager 2 and Fleet Street Editor plus more! Contact Freddie on 081-992 3668.

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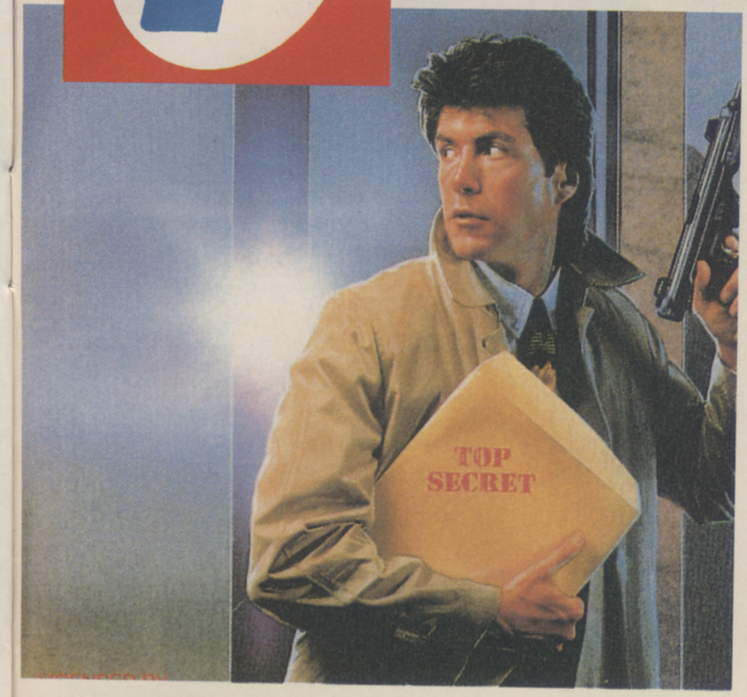
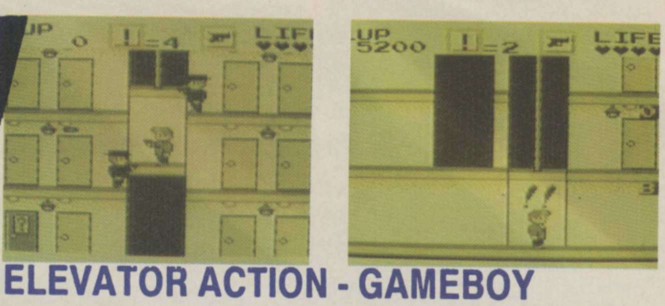
PREVIEW





ELEVATOR ACTION - GAMEBOY

Long, long ago there was this arcade platform game called Elevator Action and it was totally bloody brill. Now it's here on the Gameboy and it looks totally bloody brill as well! This Taito coin-op was one of the first platform games ever, so its appearance on the Gameboy is big news for fans everywhere.

You play the part of a top secret agent who has to make his way through a series of buildings, blasting baddies with his six-shooter. The corridors are full of doors, some containing weapons and other goodies. Basically, you have to find the exit in each building, get out and try the next one. One neato feature is the ability to shoot out the lights - everything goes dark and the baddies run around in blind panic.

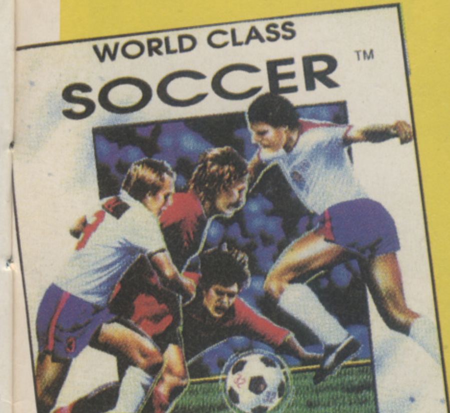
The gameplay is incredibly simple, but infuriatingly addictive. The Gameboy version from Taito is to all intents and purposes, identical, right down to the funky music - so keep your eyes glued to this spot for the full GO! Review soon!

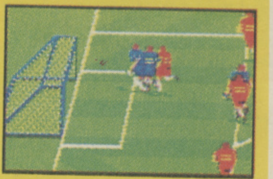
GAMEBOY - £TBA

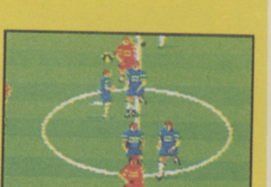
WORLD CLASS SOCCER

Lynx owners aren't exactly stuck for sports games. You've got golf. You've got American Football (at least, a future-version in Cyberball). And you've got race-car action in the form of Hard Drivin'. But what about good old footy? This lack of a shrunk-down soccer sim is set to be rectified in the very near future with the appearance of **World Class Soccer**. Featuring all the rules of our national game, such as throw-ins, corners and the like, World Class Soccer looks as if it's going to be a kickabout classic on the Lynx!

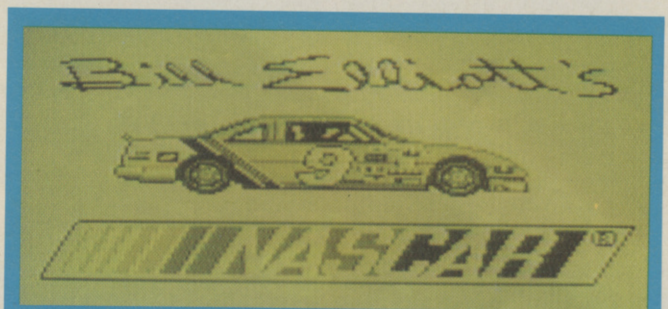
Using the power of Atari's mini-marvel to the full, World Class Soccer incorporates a scaling pitch which will zoom in on the action! And, with a couple of ComLynx, up to four players will be able to play the part of their favourite teams and take to the field at the same time! These screenshots certainly look impressive, but will the finished game meet with the approval of Lynx gamers and the *GO!* team when it's released? You'll just have to wait and see, won't you!

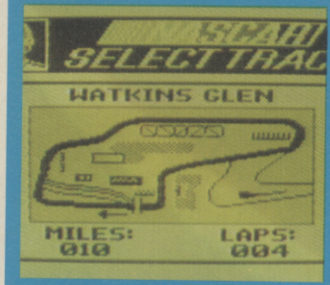


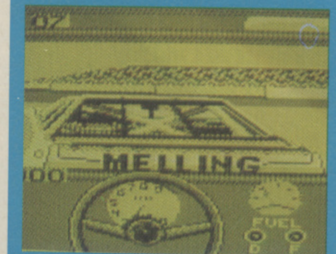




LYNX - TBA



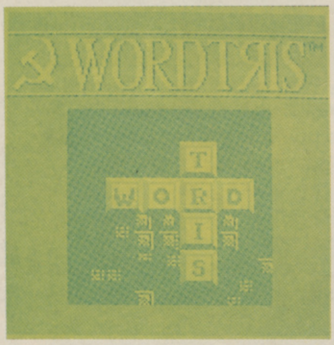


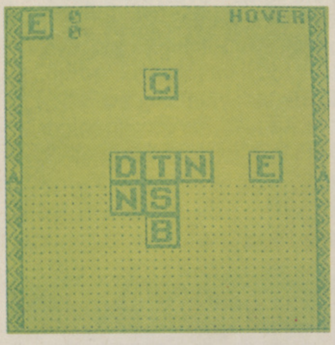


BILL ELLIOTT'S NASCAR RACING

Ever heard of Bill Elliott? He's a cool dude who drives around on the fast Nascar track and he's dead skill. Now Konami have unleashed him on the world in this Gameboy racer, and as you can see the game looks pretty cool! The cars you race are souped-up versions of American saloons, and there are a wide range of options available - including the ability to tune up your engine, adjust tyre pressures and even alter the gear ratio! Early indications are good, so rest assured we'll be taking the game apart soon!

GAMEBOY - £TBA



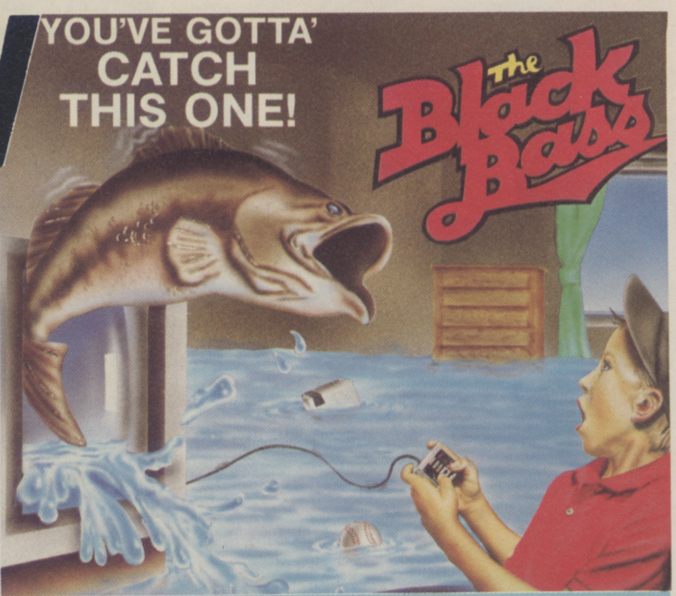


TETRIS - THE WORD IS OUT

If you loved Tetris (and who didn't?) you might be interested to learn that there's a sequel coming soon on the Game Boy - and you'd better be good at spelling if you want to play it!

It's called **Wordtris** and, as the title suggests, it's all to do with words. Those familiar falling blocks are still there, but instead of being all funny shapes, they contain letters which, when linked together to form words, score points which allow the player to move up through the levels. Containing a 50,000 word dictionary and a two-player mode with a link-lead, Wordtris could well be the new king of puzzlers when it is released by Spectrum Holobyte later this year - keep watching ***GO!*** for more info as and when we get it!

GAMEBOY - £TBA


YOU'VE GOTTA' CATCH THIS ONE!
The Black Bass

A FISHY TALE

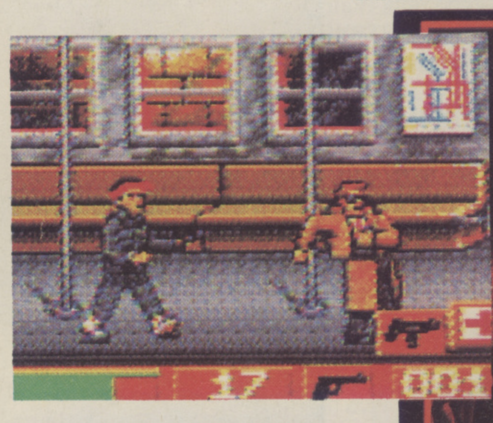
Game Boy owners tired of platform games and shoot 'em ups, get ready for a knife-edge, seat-edge sort of treat, because soon you'll be able to fish with your hand-held! HOT-B are about to shock the gaming world with two fishing sims on the Boy - **The Black Bass** and **The Blue Marlin (!)** Fans of this serene sport will be overjoyed to hear that every aspect of their pastime is to be recreated perfectly, from the boat-trip to the best waters, to choosing bait and sinking the line to catch the big 'un. The Blue Marlin is apparently a fearsome beast to catch, and you could work up quite a sweat on the bus trying to haul the monster into your boat. Or then again, maybe not.

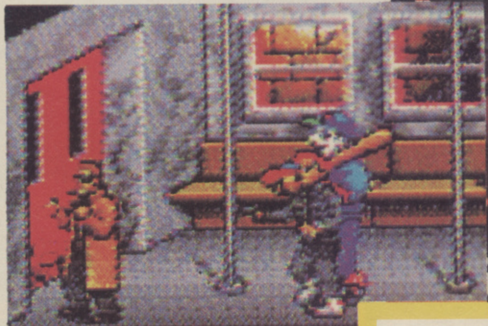
GAMEBOY - £TBA

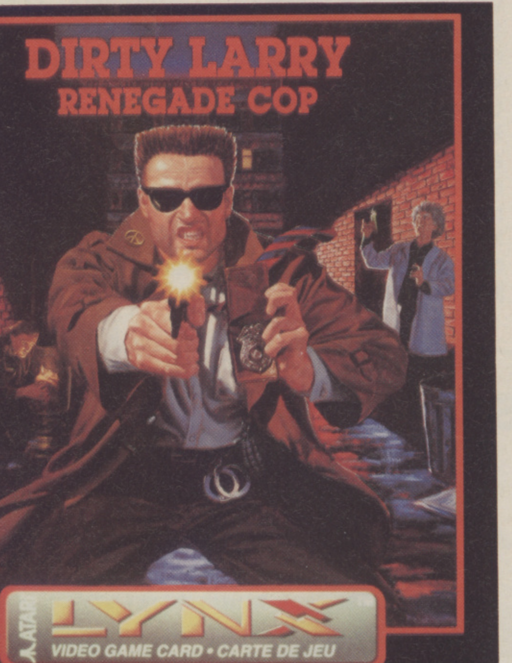
DIRTY LARRY

As you may have guessed, Chicago CES was swamped with Game Boy, leaving little room for the competitors. So it was good to see the Lynx holding its own, with a strong line-up of forthcoming releases.

Dirty Larry may sound like an attempt to cash in on a film starring a certain Mr Eastwood and, strangely enough, Dirty Larry is a cop who gets the most unsavoury jobs going. Looking not at all like Final Fight, you get to rush around the city, through subways and such like, wiping out the resident lowlife. At the moment, it's looking very impressive, and it'll be interesting to see the finished version when Dirty Larry hits the streets early this year. Of course, when it does, there'll be an ouch! hot ***GO!*** Review - the perfect complement to great games.







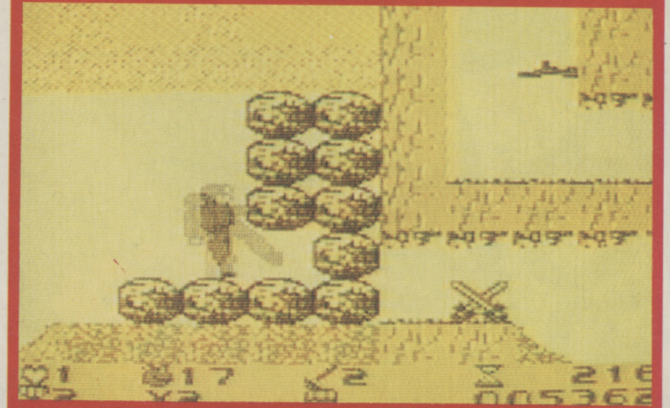
LYNX - TBA

ATTACK OF THE KILLER TOMATOES - GAMEBOY

Anyone who watches Saturday morning TV will know all about a cartoon called Attack of the Killer Tomatoes - based on a couple of completely loopy Japanese horror films and featuring giant mutated tomatoes, all with super powers and all intent on murder!

The game, from The Toy HQ in the States, is based on the cartoons and takes the form of a scrolling platform romp. You play a top international Tomato avenger, intent on rescuing the good tomatoes and killing the bad ones. The baddies aren't just a bit soft on the outside, or even bruised and yellow - they're about twenty feet tall with rows of fangs and a bad attitude!

You're armed with a variety of martial arts skills - you can use your fists and feet to bash the evil vegetables or destroy objects to reveal hidden weapons and goodies. As you can see, the graphics are lovely and this could be a title to watch out for. Stay tuned for the full *GO!* lowdown soon!

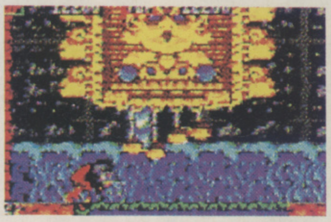


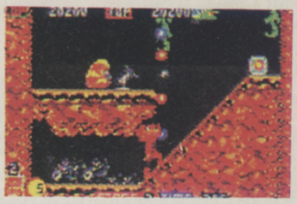
GAMEBOY - £TBA

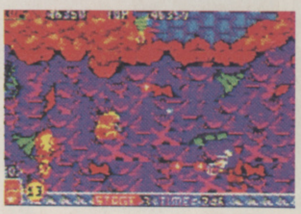
TOKI

If it's coin-op conversions you're looking for on the Lynx, then you should be more than happy to discover that the finishing touches are, as we speak, being made to Atari's titchy version of the Taito arcade classic, **Toki**! Having been turned into a monkey, it's Toki's job to find and retrieve your girlfriend from the clutches of the evil wizard.

Okay, so it's a naff storyline, but you'll know that the coin-op was an absolute cracker, with most of the home conversions standing up extremely well in comparison. Judging from what we've seen of the Lynx version, there could be a bit of a treat in store when the game is released in the next few weeks - we'll keep you posted on its progress.







LYNX - TBA

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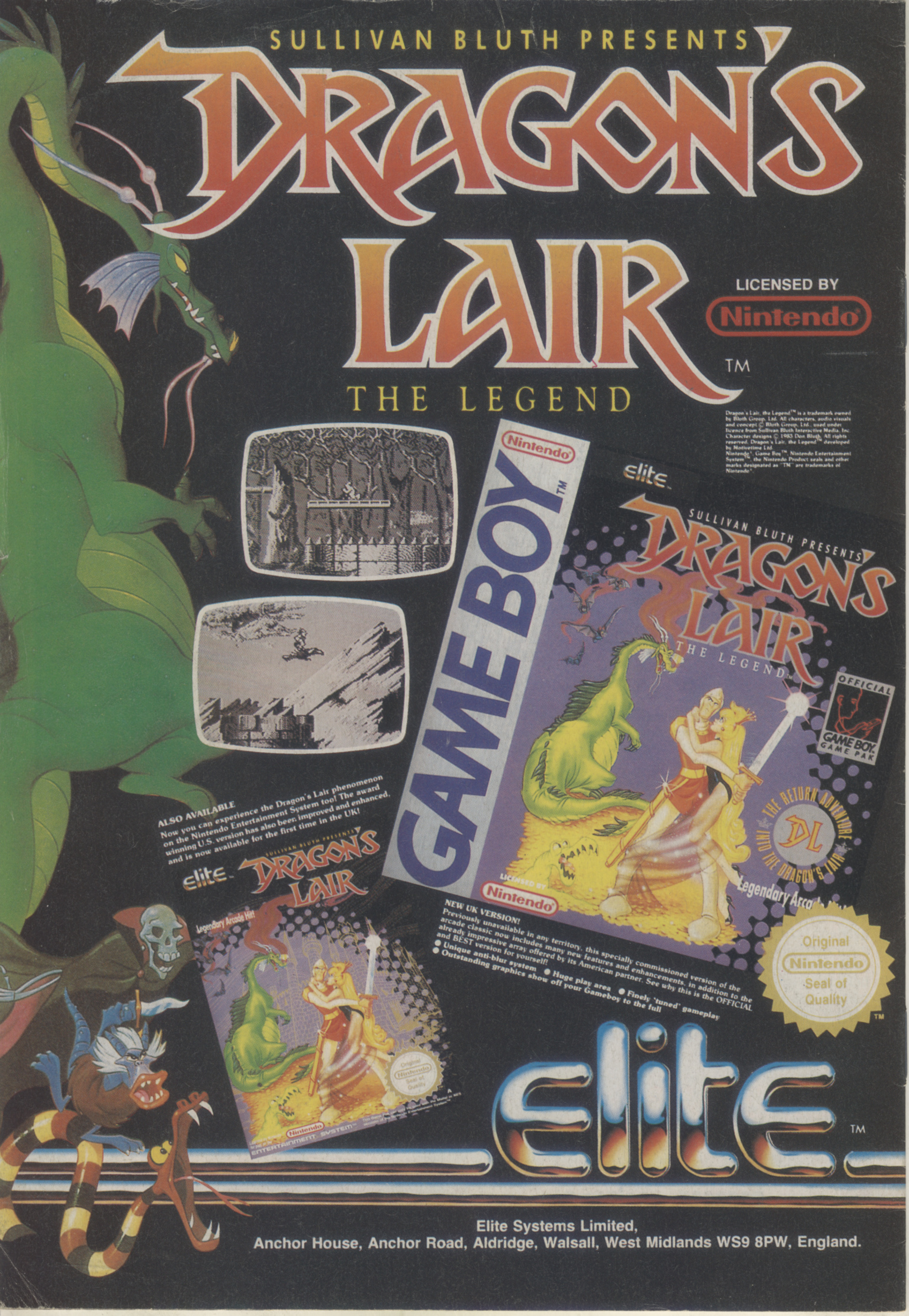

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